

06 - FORT ABANDON

Version 1.0

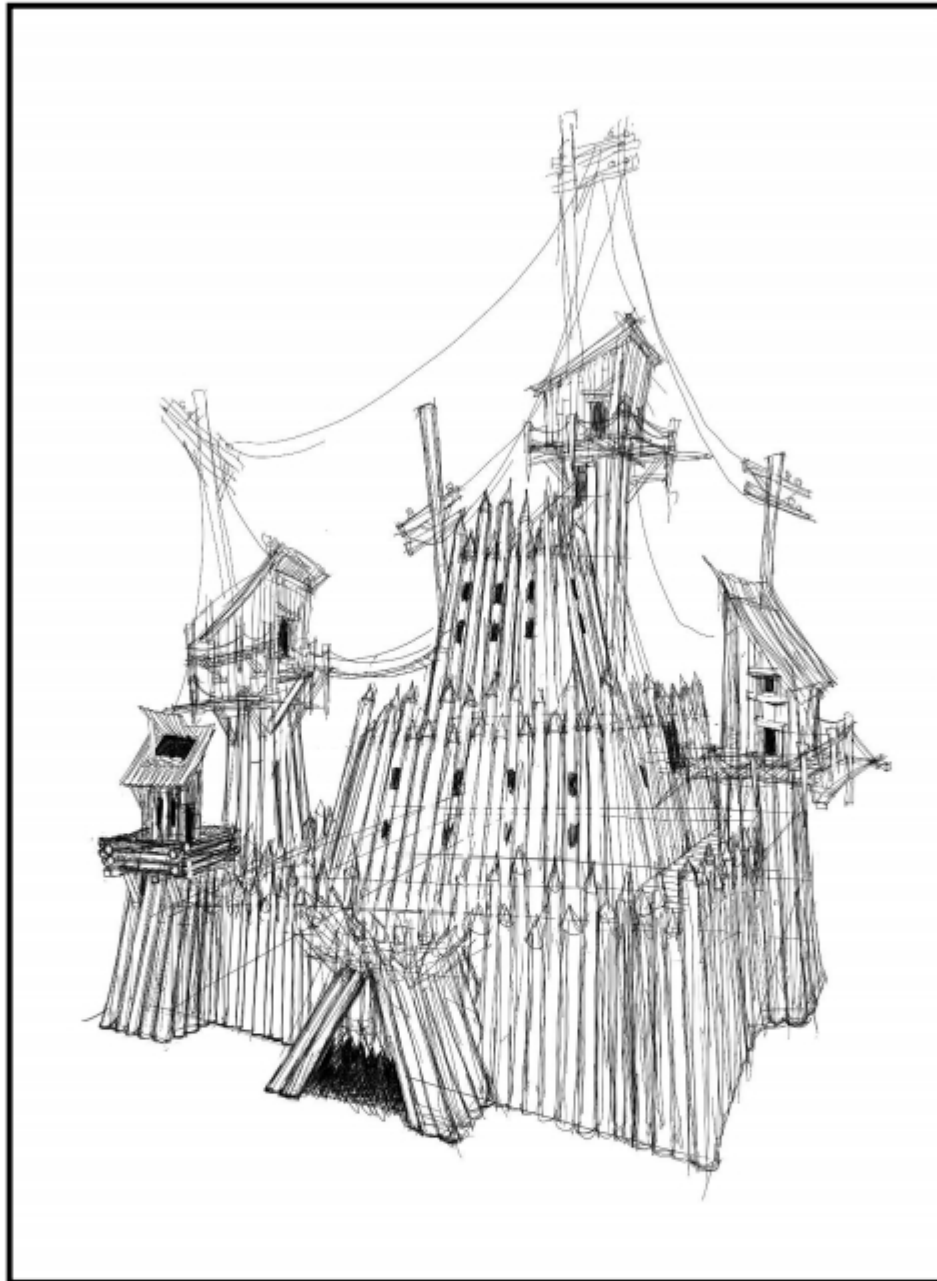
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06 - FORT ABANDON

OVERVIEW

For the purposes of the PIPBoy:

Fort Abandon: You look like you were late for whatever fight took place here. A warehouse-converted-into-a-fort lies in the middle of this ruined town, shored up with telephone poles and wrecked cars. Smoke rises from its walls, and carrion creatures scurry in the streets. Broken arrows and spears are lodged in corpses surrounding the Fort. Jabbing up through the middle of the fort is what appears to be an old Pre-War

hollow tower made of thin metal beams - with a circular series of blades, a windmill, attached to the top of it.

Reminiscent of cavalry forts and trade depots of the Old West, Fort Abandon (once called "Fort Aradesh") is a converted warehouse surrounded by reinforced telephone poles, cars, and junks to make a small fortress. Once intended to protect New California soldiers and travelers east of the Divide, it has been recently sacked by tribals and the inhabitants left to the rats and other radbeasts of the wastes. For inspiration, think of the forts in old westerns, or the army forts that were in the movies *Ravenous* and *Dances-With-Wolves*, except more "urbanized" and desert instead of snow. The small fort of the good guys in *The Road Warrior* is a good example of the "feel" (although no gas refinery, but the amount of junk is the same). Fort Union and Fort Laramie in the old west could be other good examples. In general, look at the Fort Abandon inspiration pictures in the appropriate folder for visuals dug up on the net that are in the inspirational ballpark for the area (see *F3_Concept_Art/Locations/06_Fort_Abandon* - note that this is a temporary notation that will be changed once the game enters production and the art leads have a chance to organize the folders and concept art to their liking).

At roughly the location of Rifle, Colorado, Fort Abandon is a large, single-map location near the middle of the F3 world map (it may be broken into multiple maps if we want the players to poke their noses into the ruined bunkhouses, old cellars, sewers, latrines, and so on). Any subsets of the 06 map will be fort interiors (0601 - Destroyed Barracks).

MAP AREA	TRANSITION	MAP #	MAP SIZE	COMPLEXITY
Fort Abandon Exterior + Corral	Full Party	06	Large	Town Map, Ruined
Fort Abandon Courtyard and Parade Ground	Full Party	0601	Medium	Town Map, Ruined
Optional: Weapons Cache	Full Party	0601	Small	Sewer or Cave Map
Marshal's Office → Mess Hall	Full Party	060101	Small	Town Interior, Ruined
Ruined Latrine	Full Party	060102	Small	Town Interior, Ruined
Fort Abandon Roof	Full Party	0602	Medium	Town Map/Roof Tiles, Ruined

It would be nice to have the Fort change over time, with the walls getting rebuilt, without needing to resort to dynamic objects, but we'll see.

The goal of the area is the following:

1. Foreshadowing. This fort shows that NCR has fallen on dark times. It was called Fort Abandon before it was destroyed by troops and travelers who saw it as a symbol of NCR impotence.
2. The growing tribal threat. Simply entering Fort Abandon and mucking around is likely to incur the wrath of the tribals that destroyed it in the first place.
3. A potential NPC companion - the Hangman, who hangs from a crane/telephone pole in the middle of the Fort (he was hanged by the tribals after they tortured him, as he has committed many crimes among the tribes of the East).
4. **If Time Permits:** It would be good if Fort Abandon is a place the players can "fix," by attracting new settlers and setting up guards in the region to defend the area. Then they could come back to find the walls repaired, people about, and so on. It would help players return to the location if shops and traders could find their way there and park themselves to trade - it'd make it a great place to unload goods.

This area starts out as an "explore-me" location (like the Glow in Fallout 1), and the player can encounter rats and other minor scavengers (maybe dogs) and perhaps even a few traps (left by the original defenders). Later on, the player may encounter tribals that swing by the Fort and be forced to use the fort's remaining defenses against the attackers.

This area may occupy anywhere from a half-hour to an hour of playtime. Much of that time will be spent exploring it and speaking to Hangman.

AREA BACKGROUND

Fort Abandon is primarily a foreshadowing location and exploration location. It foreshadows the collapse of NCR, and the growing violence of the Eastern Tribes. Furthermore, the players get their first taste of recruiting a "trapped" companion - the Hangman, who is despised by most everyone else in the wasteland. If the players rescue him (he's hanging from a telephone pole near the top of the fort), then the player will incur the wrath of tribals throughout the Great Basin.



06 - FORT ABANDON

Fort Abandon wasn't always the wreck the players see when they first approach it. Once, it was named Fort Aradesh and it was NCR's easternmost outpost on the frontier, a staging area for caravans and travelers

who wanted to stake a claim in the lands of the East. Over time, however, as NCR begin to collapse in on itself, the Fort was increasingly isolated until it was sacked two years ago by tribals. Despite this, random travelers and deserters in the region drifted back to the Fort months later, and the Fort's population grew again until it was attacked by tribals a second time, a week or less before the players actually arrive here.

It is expected that the players will enter Fort Abandon, explore it, find it looted (after scaring or fighting away the various scavengers present in the corpse of the Fort), discover the Hangman, cut him down to ask him some questions, and then hear the sounds of tribals (Hangdogs) approaching in the distance. After this, they'll need to fight, flee, or parley the advancing tribals.

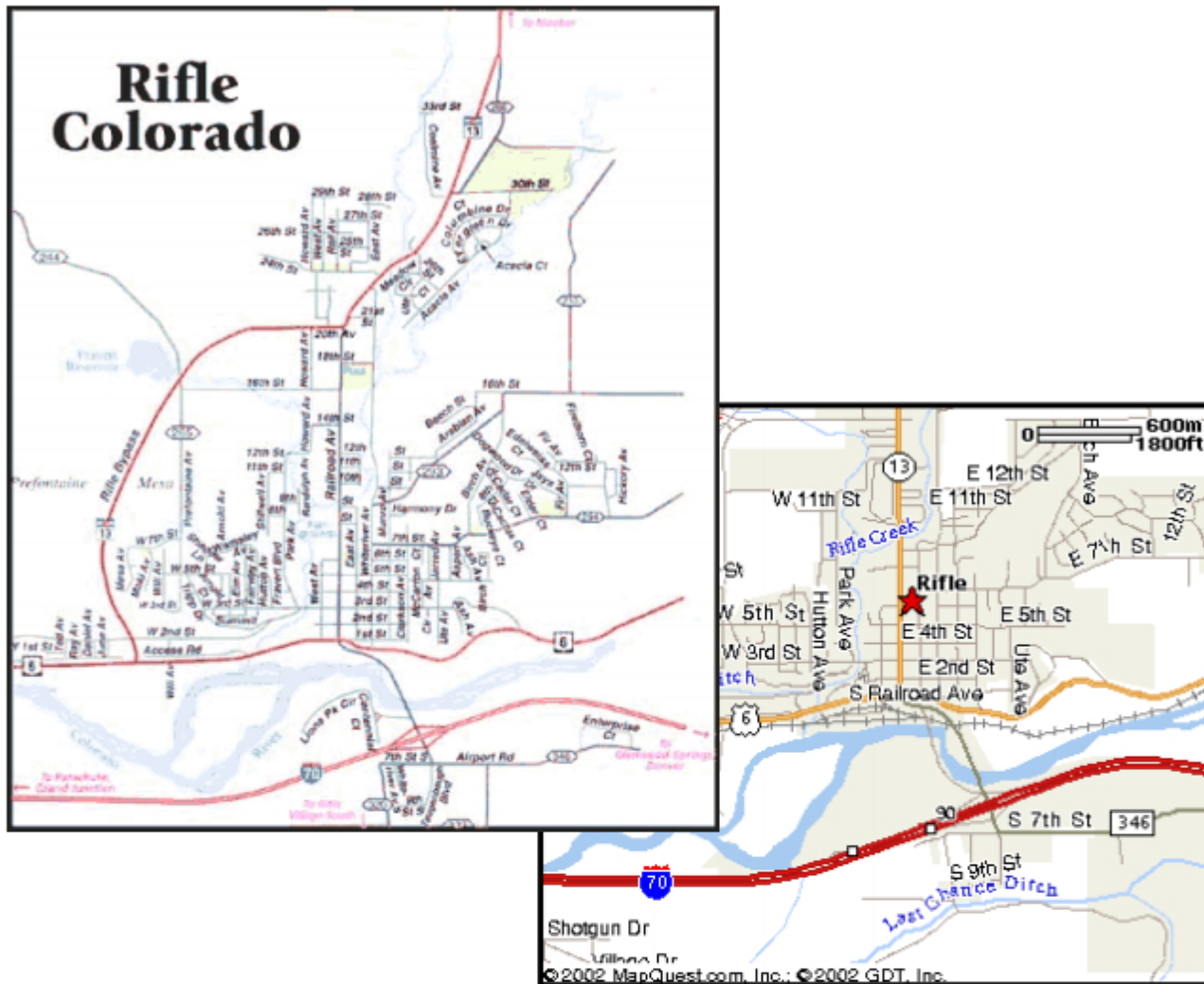
Fort Abandon used to serve as a trading post between mountain men, some tribals from the South, a few NCR deserters and gun runners, slavers, and other neer-do-wells before it was sacked - besides the trading opportunities, it did provide hunting and trading opportunities for trackers, fishers, and fur trappers.

It no longer has an economy or purpose unless the players can give it one.

Note: The map above is just a block layout, there's more "sketch" maps at the end of the doc for Fort Abandon stuff.

THE SURROUNDING AREA

Note, we're just using "Rifle" as a template town for where Fort Abandon could be dumped. The fact it has a major highway and railroad running through it is a plus.



ART REQUIREMENTS

Fort Abandon uses a **ruined town** tileset, with a lot of **telephone poles** and **signposts**, **junked cars** and so on, all piled to create an urban fort in the middle of the sandswept mountain town. The feel of the place should be similar to the forts that were in the movies *Ravenous* (except no snow), *Devil's Backbone* (except no big, unexploded bomb in the middle of the Courtyard), *Dances-with Wolves* (except not as much high plains grass), and *The Road Warrior* (except no gas refinery) – Fort Abandon is just a big warehouses surrounded by barricades of junk.

Again, look at the Fort Abandon inspiration pictures in the appropriate folder for visuals dug up on the net that are in the inspirational ballpark for the area (see *F3_Concept_Art/Locations/06_Fort_Abandon* - note that this is a temporary notation that will be changed once the game enters production and the art leads have a chance to organize the folders and concept art to their liking).

Note that we may have the chance to do a number of "urban forts" similar to Fort Abandon if there's time (Fort Desolation, Fort Surrender, Fort Damnation, etc., etc.) that could be used as additional adventure locales, so if one "concept art piece" doesn't quite fit for Fort Abandon, then it could fit pretty well in another area of the Fallout 3 world.

TILE SET

Ruined Town + Desert

CRITTERS

Brahmin
 Hanged Man (NPC Companion)
 Hangdog Tribals
 Wild Dogs
 Dogs
 Rats
 Maybe Pig Rats or other scavengers

POTENTIAL SPECIFIC SCENERY OBJECTS

Hangman's Scaffold (or whatever platform Hanged Man is suspended from - windmill or radio tower)
 Windmill
 Old, Junked Radio Tower (now supporting windmill)
 Jail Cells
 Front Gate
 Burned NCR Flag
 Burned NCR Sign
 Flag with three different states: Hangdogs skin, NCR flag, or some other flag of another tribal band (the Twin Mothers).
 Flag with player's symbol (13) or some other symbol the player chooses with texturing (we could use this with graffiti, too)

POTENTIAL GENERIC SCENERY OBJECTS

Junked Cars
 Brahmin Skulls Mounted on Poles
 Dog Skins hung on poles or on racks (the Hangdogs leave them here to ward off ghosts)
 Telephone Poles
 Light Poles (Static)
 Old Billboards
 Old walls of tires and junk.
 Cars turned over as barricades.
 Trash can fireplaces, lit an unlit.

POTENTIAL DYANMIC SCENERY OBJECTS

Corpses (that can be buried or scavenged)
 Chain-link fence that can be fixed (and brahmin returned)
 Fort Walls that can be fixed.
 Telephone poles that can be "righted."
 Light poles with fires burning on them.
 Light poles with electricity.
 Flag pole blowing in the wind.
 Trash can fires (lit)
 Windmill (Turning)

06 - FORT ABANDON

TOWN MAP IN PIPBOY

Maybe a postcard warehouse picture or a gas station picture. Some sample town background maps are included in the Fort Abandon concept folder, under Town_Background_Maps.

SCRIPTED SCENES OR MOVIES

No real movies per se (except potential end movies, discussed later) except maybe the following possible scripted movies:

- A FMV with the cut rope swinging in the breeze as the players leave the location (for drama!) **I'd like this movie no matter what, since it works for almost any situation on the map.**
- A possible FMV with the players seeing Hangman for the first time.
- A possible scripted sequence or movie when the players cut down Hangman.
- A possible scripted sequence or movie when the players fall to his death.
- A possible scripted sequence or movie when the players let the Hangman hang (he'll need to struggle and kick).
- A possible scripted sequence of the tribals arriving while the players are exploring the fort.
- A possible scripted sequence of a lone tribal or dog escaping the scene of battle and going to warn the rest of the Hangdogs.

LOCATIONS

The following numbered locations are listed on the scanned maps of Fort Abandon. See there for location details.

06 - FORT ABANDON EXTERIOR

06 - 1: Exterior of the Fort: There are a series of small buildings and old shops leading up the dirt + asphalt street toward and surrounding the Fort, but most of these have been destroyed or burned. They were once flophouses and smaller trade posts that caravans in the region used a few years back, during the time when the Fort was held by the New California Republic.

The street leading to the Fort is wide enough so that a vehicle or a brahmin caravan could make its way to the Fort (or corral) without too much trouble.

The exterior of Fort Abandon is a series of wrecked walls, covered in burns, broken telephone poles, and gaping holes in the structure where tribals crawled through to kill the defenders inside. There are also traces of rope around some of the telephone poles - it looks like the rope was used to help scale the walls, and later on, it was used to hang members of the fort.

The place should look like a vicious battle took place 3-6 days ago - the players were late for the party, that's all.

Note: Somewhere near the fort, or near the fort gate, there should be someplace for a "runner/courier" to pick up mail or correspondence for taking back West.

06 - 2: Corral: This fenced-in area was once a dirt and gravel parking lot in the Pre-War days. The rough chain-link fence that once surrounded it survived the war, but it didn't survive the recent attack - sections of it are pulled down, and the old car barricades and barbed wire are cast down. The brahmin that once belonged to the Fort (or the Fort visitors) has been stolen by tribals or driven off. Someone with an Outdoorsman skill might be able to track them down and round them up, if we want to deal with that.

Again, brahmin belonging to the fort (or traders come to the area) were held in this area. Brahmin were generally only brought into the Fort to be butchered.

06 - 3: Fort Gate: The huge Fort Gate (once a huge garage door for the warehouse that Fort Abandon is built on) lies gaping open like a broken jaw, the door hanging off its supports, torn down and trampled by the stampede of tribals that made their way through here. Old splintered telephone poles that once flanked the gate have fallen down, and lie snapped like twigs around the front gate (which should prevent vehicles from getting driven in).

There should be many splintered arrows, broken spears, and perhaps a few corpses scattered around (though if it was the Hangdogs who attacked, they may have taken the corpses with them). Lots of blood and old scorch marks from fires.

Over the fort gate should be a sign that once read "Fort Aradesh," but it has been painted over with the words, "FORT ABANDON."

FORT ABANDON

Note: In the SE corner of the map (see *Map* and *Map Key*, below), there would also need to be a spot to park a vehicle that a character may be driving around. The "open space" the vehicle requires depends on the maximum size of vehicles in the game - if we end up going with the Denver bus and/or the Boulder nuclear transport truck, then those would qualify as the "space hogs" for eating up real estate.

Note: Somewhere near the fort, or near the fort gate, there should be someplace for a "runner/courier" to pick up mail or correspondence for taking back West.

06 - FORT ABANDON



0601 - FORT ABANDON COURTYARD

0601 - 1: Courtyard/Parade Ground: This wide-open dirt courtyard is covered with wood shavings, sand, dirt, and weeds, all of which are forming a thin layer over the warehouse's old concrete floor. Metal girders and pillars stretch up to the collapsed roof (it has a huge hole in it where the skylights used to be, and the ceiling surrounding the skylights collapsed a few decades after the Great War). Off to the left is another **huge corral door** (sealed) that leads out to the corral and the **tilted wreckage of the radio tower/windmill** that helped pump water up from the sewer and drainage ducts below the warehouse. The **windmill** is broken and doesn't spin (it can be fixed). Many archways with broken doors lead off to side rooms (once old Warehouse offices and locked storerooms) that the players are free to explore, plus they can find the stairs (or ladders - or hell, just climb up the radio tower) to get to the second level of the warehouse and man the ramparts like soldiers in a small keep.

This courtyard was used as a common trade area both during and after the NCR occupation, so there may be the remains of stalls and tables scattered around.

Note: If we go with the Twin Mothers attacking Fort Abandon, then there may be seeds scattered throughout the courtyard. (The Twin Mothers scatter seeds wherever they go, especially after destroying an enemy camp.)

In addition, there may be a lot of corpses and animal scavengers in this section of the Fort (unless the bodies were burned), but the most noticeable feature is the **hangman's scaffold** in the center of the Fort. When the players first enter, the **Hanged Man** will be suspended from it, barely hanging on to the edges of the droppable floor to prevent him from falling and snapping his neck. He will be coughing, wheezing, but unable to make intelligent conversation until he is cut down (moral dilemma!).

Still haven't decided whether the Hanged Man was on trial when the tribals attacked, or whether the tribals strung him up when they found him since they knew what a monster he was. It's probably best to go with the tribals stringing him up (since that would explain why they get so pissed when they see him later).

Scripted Event: As soon as the players come within range of seeing the man on the scaffold (and he seeing them), then leaving the map without rescuing him will cause him to not be there when you return, and you'll be treated as if you killed him).

Note: I'm still debating whether we should have a scaffolding, or whether Hanged Man should be suspended from the Radio Tower or the Windmill. Whatever looks cooler, I guess.

060101 - FORT ABANDON COURTYARD INTERIORS

Ideally, all of these sub-rooms would be linked so the player could walk through them without having to load the courtyard map.

060101 - 1: Marshal's Office: The door to this room has been kicked in, and the interior wrecked.

This room was probably used in the Pre-War days for storing sensitive shipping cargo - which explains the two large chain link storage cells enclosing one section of the "office" (think of Giles' library cage in *Buffy the Vampire Slayer*, except much bigger and tougher). When NCR held the Fort, the cells were used to hold frontier convicts - after NCR retreated from the Fort, the cells were used to hold slaves or captives.

In any event, the office is a wreck, almost everything has been torched or broken, and the slave cells are now filled - with corpses. Unable to flee from the tribals, some idiots locked themselves in the cells and hoped to be safe there from the attackers. All it did was buy them more time, as the tribals shot them full of arrows and threw torches in when they realized they couldn't force the doors.

Among the remains are a torched desk, shattered crates, footlockers that have been smashed open with hammers and crowbars, and an old fire can where things were set on fire.

The players will have to pick or blow up the lock to the cells to get inside. Once inside, they can find the keys to the cells, and perhaps a few small items of value. They should also find a few clues to the fact that slaves were kept here for some time, and some of the corpses might be mixed tribal slaves and Fort raiders.

Note: A character with **Trait: Small Frame** and/or **Perk: Flexible** might be able to slip inside the cells without picking the lock

Possible items within the cells includes **knives**, **brahmin armor**, empty handguns (zip guns or pipe rifles?), maybe a few spent casings, and other junk - enough to make picking the lock worthwhile.

Note: They should get some Karma if they bury the bodies?

Note: Somewhere in the office, there should be someplace for a "runner/courier" to pick up mail or correspondence for taking back West. Or just hints that some sort of system was set up for that - maybe a lockbox, storage area, or whatever.

060101 - 2: Radio Shack: There is no door to this room (there may have been old brahmin hides blocking the rooms). It wasn't in great shape before the attack, and it's not much better now.

It was once an old dispatch station for the warehouse, for keeping tab on truckers (or some such shit). After NCR set up the base here, they managed to get the radio tower working enough to communicate with other forts and settlements (including Denver). When the Fort was sacked, then the radio room was trashed and never rebuilt.

In addition to the **shattered lockers** along the walls, there is a broken cot, and a **broken radio assembly** in the southern part of the chamber (which looked like it was used for nothing more than a table - the guts have been torn apart, wires cut, and so on). It can be repaired with two broken radios or one working radio

and Fort Abandon will be back on the air - assuming the players can rig up some sort of generator (either with the windmill or a small energy cell).

The players could also conceivably park a Mr. Handy robot in here with a radio transmitter, and it can use the radio tower as a booster for its range.

How do radios in Fallout 1 and 2 work - what's their power supply?

060101 - 3: Surgery/Barber: This room may have a corpse or two - it used to be a simple office/storeroom in the Pre-War days, then it became an infirmary/bathroom when NCR claimed the fort, then it was sacked, and it became nothing more than a small bunkroom for various raiders and trappers. There's nothing of value in it now, although if the players get the place up and running, it could be turned into a small hospital.

060101 - 4: Radio Tower/Windmill: This leaning metal radio tower leads three-four stories up, where a windmill has been set up atop it designed to pump water out of the depths of the sewer system beneath the Fort (which has long since been flooded by the nearby river) and possibly supply a little electricity, too, since it gets pretty fucking windy around Fort Abandon. Players can scramble up this tower if they want, but they'll need Agility and Strength checks to get to the top of the tower if they want to fix the windmill.

060101 - 5: Latrines/Wells: These were wells (and latrines) during protracted sieges. The water within is murky, and the tribals took care to poison the latrines before they left, so any water drawn from these toilets or the well will cause Intensity 2 level poison and possibly disease to anyone drinking it.

There should be some dead rats or dogs around the edges of the toilets, suggesting that the water is poisoned.

If we want to add bonus locations, we can have the latrines/wells lead down to sewers beneath the town, but I'm fucking sick of sewers, so I don't know.

060101 - 6: Barracks: During the Pre-War years, this was a huge storeroom. When NCR established the Fort, they turned the huge shelving into cots for their soldiers and the storeroom became a barracks for their soldiers (and other visitors). It became another flophouse room in the post-NCR days.

This place has a lot of blood and wreckage, possibly some bodies and scavengers. There are two huge shattered tables, collapsed shelving with cots on top of them, old brahmin hides, a few oil drums that once contained fires (now extinguished). It looks like a whirlwind of spears and knives went through this room and cut everything up.

060101 - 7: Flophouse: This is another room similar to #6. During the NCR days, it was used for caravans and common traders not associated with the NCR military. It has several shattered cots, an empty oil drum, and lots of garbage and wreckage scattered around.

This room served as a nice buffer room between the mess hall and the soldier's barracks, something that the old caravaners used to grumble about.

060101 - 8: Old Mess Hall: This is another room similar to #6. During the NCR days, it was used as a makeshift cafeteria and cooking room. In the post-NCR days, it became little more than a crude common room and bunkhouse for extra guests and drifters. It has several shattered tables, an empty oil drum, and lots of garbage and wreckage scattered around, but not as many broken cots and hides in the room.

The remaining "offices" in the old warehouse are empty and have nothing of interest.

Note: Also, we could put a collapsed staircase leading down into a basement in one of the rooms in the fort, and the players would either have to get a team of people here to excavate it or blow it open with explosives (though the explosives could set up a chain reaction throughout the Fort).

060102 - FORT ABANDON RAMPARTS

This is one large map that's the perimeter of the upper Fort Abandon level. Aside from the top of the windmill in this section (which players may have to climb up to if they want to fix it - or to go rescue Hanged Man if he's hanging up here).

In addition to the windmill, there is also a makeshift flagpole with a flag flapping in the breeze (when the players first arrive, it will be the Twin Mothers flag, but the player can put whatever flags they wish on the flagpole over the course of the game).

The floor of these ramparts is the ceiling of the warehouse, with the gaps in the girders and structures covered over with sheet metal and aluminum sheeting. Telephone poles and pieces of lumber have been piled at the corners of the fort to serve as four towers for Fort defenders.

Note that if we put the Hanged Man up here, it'd be a nice "bait" for making the players switch a map and then coming downstairs to find the tribals waiting for them.

There may be few corpses up here but nothing else of interest.

Note: If it was the Hangdogs that attacked this fort, then it's possible that they put some of their dead up here on scaffolds to honor their dead (and to prevent them from rising from the dead).

06 - OPTIONAL: SECRET WEAPONS CACHE - BONUS LOCALE!

Presumably, this area would be somewhere on the 06 main map or on a nearby green circle on a larger world map. When the NCR occupied the Fort, they took care to bury a cache of supplies and weapons to keep them out of enemy hands (similar to the weapons that Kevin Costner's character hides in *Dances with Wolves*).

In any event, a character with high Outdoorsman, high PE, high LK, the **Scavenger Perk** (or a character with NCR soldier background) might be able to find this cache.

06 - OPTIONAL: FORT RE-SETTLED

If time permits, I would like to have an alternate state for Fort Abandon that has NPCs, stores, and other support services present if the player can convince people to re-settle Fort Abandon.

0603 - OPTIONAL: ABANDON SEWER SYSTEM

Also if there is time, we could include adventures in the flooded sewer system beneath the Fort, but we'll see.

CAST OF CHARACTERS

The **Cast of Characters** for Fort Abandon is pretty small. It consists of the Hangdogs tribals and the Hanged Man (a companion).

If time permits, we will stock additional characters in Fort Abandon that appear when the player recruits them or if trade routes open up to the East. For example, there may be a Crimson Caravan representative, a trapper from Circle Junction, and so on.

CUT-NOSE, HANGDOGS ALPHA MALE

Cut-Nose is the leader of the Hangdogs posse arriving at Fort Abandon. He is angry for the journey has not gone well (he lost his dog), and he suspects that the Fort-Dwellers will either not have the slaves they promised, or else they will try to cheat the Hangdogs. Once he sees the Fort attacked, he will know the slaves are lost, and unless the players put up a strong front (i.e., are a super mutant or have a shitload of Power Armor and weapons), he's going to attack first and not even bother to ask questions.

Note that once he sees the Fort wrecked, he'll send a scout to check it out (Billy Brahminlegs), then report back. Once he sees people snooping around, he'll see about setting a trap for them.

HANGDOGS POSSE

Shortly after the players arrive in Fort Abandon, a pack of five to six Hangdogs will arrive at the fort, with their hounds in tow. This band will be outfitted in leather armor and doghides, plus spears, a few pipe rifles, and the leader would have a real rifle.

Chances are, they will have brought something to trade with the members of the Fort, in exchange for the slaves they were supposed to pick up. The tribals are: Small Drag (got his name from the small travois that his dog carries), Long Mouth, Billy Brahminlegs, Two-Suns (always runs for two days, then sleeps for two days), Uncle Five-Five, Littlefoot.

These guys may be transporting sleep poison, standard poison, arrows, liquor, or any other trade goods the Fort might need.



THE HANGED MAN

The main “benefit” of this location is the possible recruiting of the Hanged Man, a great combat character who’s been left for dead in the middle of the fort. He’s got incredibly high physical statistics, including a 10 EN and a high Damage Threshold, and he’s got a fucking great Small Arms, Knives, and Unarmed skills. To make matters even better, the Hanged Man can apparently speak a number of tribal dialects.

He’s also very hard to kill. Think of the crazy Russian in the last part of the third season of the *Sopranos*. Players can shoot him dead, but he’ll always turn up again until his lives run out (it’s his bonus Perk).

As expected, the Hanged Man has some serious drawbacks. First off, he is not only a combat monster, but a genuine monster, too. Any tribals who know who he is will hate anyone he travels with (causing a low reputation amongst most tribals). He has been a slaver, a killer, and he lies about almost everything.

He’ll “hang” with the party long enough for it to be worth his while (and pay them back), and he will exploit them as much as possible, stealing what he can, then moving on.



Characters with sufficient Speech and Charisma can turn the Hanged Man back from the darkside and make him realize how much damage he’s done to the wasteland – and give him a chance to “pay the world back.”

He may have been an old NCR Ranger that got corrupted.

The Hanged Man is intended to start a whole series of physical and psychological adventure seeds just from meeting the player, whether they leave him to die, get him to join, or kill him on the spot.

Note: As a result, there needs to be some “reason” for the players to come to Fort Abandon, otherwise players will simply skip it by.

SCRIPTING

GENERAL

There are some general scripting issues for Fort Abandon...

- **Optional:** If time permits, Fort Abandon has a chance to become a trade depot once again if the players fix enough items in the town. This means, over time, when the players return, more people will be there, along with stores and other services players may find useful. If we decide to do this, this area will be fleshed out with the additional characters, behaviors, and conditions for their arrival.

- Are there any cut-scenes in the location? If so, include specific details of how the cut scene plays out, including characters you may need added or subtracted from a map on the fly, camera angles, and so on.
- Do any creatures in town spawn or respawn? If so, is this respawning tied to any other parameters, such as difficulty level, the player's level, skill use, reputation level, and so on?
- Are there any changes that occur on the map in terms of spawning, creature difficulty, or otherwise, that vary according to the difficulty level of the game, the level of the player and/or the party, or the fact it's a single-player or a multiplayer game? Do any boss battles become harder? Do any spawned creatures change (behemoth robots instead of rad rats suddenly start popping out of the word work)? Let your programmers know. They like knowing this stuff.
- **Optional:** The Hanged Man is always two or three levels above the highest level party member, and he has +10 hit points for every party member over one in your party?

CUT-SCENES

There are some potential cut-scenes for Fort Abandon:

- **Cut Down the Hanged Man:** A possible scripted sequence or movie when the players cut down Hanged Man (good).

- When this occurs, the player will move up next to the Hanged Man's post, make an attack motion, and then the Hanged Man will fall to the ground, then get to his feet.
- The Hanged Man will initiate dialogue with the players.

- **Let the Hanged Man fall to his Death:** A possible scripted sequence or movie when the players cut down Hanged Man (bad). When this occurs, the player can cut the rope, and the Hanged Man will fall off the map. But when he does, and the player goes down below, they can't find the corpse. Uh-oh!

- **Let the Hanged Man hang:** A possible scripted sequence or movie when the players let the Hanged Man hang by yanking away the timber below him. He'll struggle for a few moments, then cough and go still.

- **FMV: Great Cinematic:** A possible scripted sequence when the player leaves, and the screen cuts back to the Hanged Man, and the frayed rope hanging in the air (this would be appropriate for however the player dealt with the Hanged Man).

- **Drama:** A possible scripted sequence of the tribals arriving while the players are exploring the fort. This would involve a cut to the exterior, or to the front gate, and the tribals rolling in with their dogs, with Cut-Nose in the lead.

- **Drama:** A possible scripted sequence of a Hangdog running off and warning the others of his tribe? When this occurs, cut to the exit of the Fort, and a lone tribal will emerge behind one of the walls (or a tribal dog), and the two of them will run as fast as they can away from the battle scene.

TOWN-SPECIFIC

There are some important things to consider for towns...

- **Optional: (This only applies if we do the whole “Resurrect Fort Abandon” option)** If the player attacks anyone in Fort Abandon, it doesn’t matter. If the Fort gets back on its feet, then the town will attack anyone who attacks anyone else with frontier-style prejudice.
- What happens when the player breaks into one of the houses in the town?
- Are any of the town inhabitants listed in the *Monster Roster* below organized into teams? Do they call for help? Will any of them fight each other if they spot a rival group of townsfolk?

DUNGEON-SPECIFIC

There are some important things to consider for dungeon locations...

- All the dogs below are usually on teams – if one of them is attacked, the others will stream out of the buildings and surrounding rooms to help.
- The rats (all varieties) all fight independently, like rats usually do.

MONSTER ROSTER

The players are likely to encounter the following “monsters” at Fort Abandon:

MONSTER	NUMBERS	DIFFICULTY
Wild Dogs	6-12	Medium – the dogs are intended more for ambiance than a challenge. If you have Animal Friend, they won’t bother you.
Starving Rats	6-12	Easy – the rats are intended more for ambiance than a challenge. If you have Animal Friend, they won’t bother you.
Optional: Pig Rats + Mole Rats	3-6	Medium – unlike the others, these pests are pretty vicious, but they probably won’t present much of a challenge.
Hangdogs Posse (Tribals) with their Hunting Dogs	5-7 “Braves,” 5-7 Hunting Dogs	Medium-Hard, their hit points, weapon skills, and targeted attack choices vary according to party strength.
Optional: Hangdogs War Party with their War Dogs	20-24 “Braves,” 20-24 Hunting Dogs	Hard As Shit – possibly only on multiplayer mode.

Note: We might want to set it up so that a character with a high LK encounters less scavengers (meaning he’ll lose less ammo wiping them out, and “cleaning out the Fort” will be much easier). It may also affect the number of Hangdogs present at the Fort, lessening their numbers (or increasing their numbers if the PC has a low LK).

Scavenging Animals – wild dogs, rats, and so on. These will vary between 6-12 in the interior map, and they may respawn if the player returns (since, hell, they’re scavengers). The player will get no XP for killing them. We may end up “killing” the respawn rate if it ends up being annoying.

The animal scavengers will be more on the high-end if the player is of a high level for the location.

RANDOM ENCOUNTERS AROUND THE FORT

- Wild Dogs (Common)
- Rats (Common)
- Pig Rats and Mole Rats (Uncommon)
- Wild Brahmin (Uncommon – possibly escaped from Fort)
- Twin Mothers tribals (Rare)
- Hangdogs posse (Rare)
- Trappers or Fishers (Very Rare)

EMOTIONAL PORN

This section sets up all the emotional role-playing opportunities present in Fort Abandon – as well as whatever feelings you’re trying to spark in the player playing the game.

DRAMA

- When the tribals show up, they’re going to accuse the player of attacking the Fort and taking their slaves. They sound pretty pissed off about it. Players should get the feeling that they may have gotten the enmity of the whole tribe.
- Who the hell attacked the Fort?
- And, of course, the Hanged Man who is a walking drama lord all into himself. He’ll create all sorts of inter-party conflicts.
- It is possible that the Hanged Man may present the same dilemma as in *Saving Private Ryan*, where a soldier’s act of mercy (sparing the German soldier) may result in horrible deaths and misfortune for everyone else later on.

MORAL DILEMMAS

- Cut the Hanged Man down or not? There’s no reason to believe he’s a nice guy, but then again, no reason to believe he’s a bad guy. So the player has to make a choice, then live with it.
- Believe the Hanged Man or not when the Hangdogs show up and he whispers to the players that the Hangdogs are lying?
- What do you do when you try to “fire” the Hanged Man, and he says, “hey, I’m not going to leave the party just yet. We got a good thing going here, and you owe me for my time.”
- What do you do when the Hanged Man tells other companions to shove off, without your permission, or when he goes into towns claiming to speak for you.
- Attack the Hangdogs or not? They didn’t attack the Fort, and they just got robbed of their supplies.

OTHER ROLE-PLAYING TESTS AND EPITHETS

- Karma test when the players meet the Hanged Man and either leave him hanging or cut him down.

TIES TO OVERALL GAME THEMES

- Anarchy vs. Civilization argument (and example) with the Hanged Man.
- Anarchy vs. Civilization example shown in the destruction (and possible resurrection) of Fort Abandon.

- The whole concept of the “prisoner” embodied in the Hanged Man’s criminal record and his previous sentences. He doesn’t believe there’s a place in the world where he can be safe, so he destroys and pillages everything he can find. The players should see in him the worst potential for a prisoner of life – and use that as a contrast for themselves, or else attempt to save the Hanged Man (which is possible).

NPC COMPANION USES

- Once the Hanged Man joins the party, he will start conflict with a number of other companions, including Christina, ghouls, and any tribals in the party.
- If the Hanged Man joins the party, then that will cause a ripple effect through all tribal groups in the region.
- A robot can be left at Fort Abandon to act as a radio transmitter.

COOL SHIT

I’m a little concerned that the player won’t be happy he stumbled across Fort Abandon, and he’ll see it more as a pain in the ass experience than a good one.

The players will find Fort Abandon cool for the following reason (if resources permit):

- You can change the flag in the Fort around to whatever symbol you want. The flag may change at different points to show ownership.
- It’s the location where they find the Hanged Man, which they won’t forget. The Hanged Man comes with a number of special powers and skills he can conceivably teach the player – all of them carrying their own price, of course:
 - Learn Perk: Tribal Speak*
 - Learn Perk: Slaver Jargon*
 - +1-3% to Outdoorsman and Knowledge*
- The Hanged Man is a combat monster – when the chips are down, you want him on your side, killing the enemy, because HE DOES IT SO WELL. And only after a period of time do his true colors start showing.
- The Hanged Man, if enlisted into the Prisoner Army, is a FUCKING GREAT CAPTAIN BECAUSE HE IS A TOTAL BASTARD.
- The Hanged Man promises to lead them to a cache of weapons hidden in the West? Or some other treasure?
- The Hanged Man can raise your negative reputation, if you want it. He can spread your name around as someone to be afraid of (kind of like that “the Mountain” that runs around the George R.R. Martin series, terrorizing the citizens). This can be a benefit in a number of locations, like Black Canyon.
- Actually “hang” the Hanged Man and let him dangle, struggling.
- The Hanged Man knows where the “Green” is? Or some other great treasure?
- They can blow up Fort Abandon.
- They can OWN Fort Abandon. It will be theirs, and they’ll collect money on all trades and transactions that take place there.
- They can fix Fort Abandon.
- The secret weapons cache may hold a brand-new weapon and some ammo.
- If the players bring traders here, they will be able to trade her for items of the West without needing to go all the way West.
- They can find a **compass** in one of the rooms that improves their Outdoorsman skill and allows faster World Map travel time?
- They can find a Scout guide in one of the rooms?

- Additional opportunities to get a Heartless Bastard epithet (let the Hanged Man hang), Collects Strays (Hanged Man), or Animal Lover epithet. Or even the "Searches Toilets" epithet.
- They can get weapon poison and poisoned arrows from the Hangdogs.
- They can get poison and tranquilizer chemicals from the Hangdogs (might be stored in liquor bottles). Maybe they meant to trade it, or else they meant to give it to the Fort Abandon people to murder them.
- They can get the "Speed Limit 55" shield from the Hangdogs, which would be kind of cool. (It's not a super special shield, but it has a different texture, which is enough.)
- They might be able to get a leather aviator cap or a motorcycle football helmet from one of the Hangdogs.
- They might be able to get some bear/people traps or snares from Hangdogs.
- They might be able to steal some of the Hangdogs' hide-shoes and boots ("paws"), and they can wear these when attacking or killing other tribals, so the Hangdogs are blamed based on the footprints.
- It would be kind of cool to be able to "look out" over the 4 corner watchtowers on the second level, or even on top of the windmill and just "take in the view" with a panorama or something.

POSSIBILITIES

- They can tame a super brahmin?
- They can tame a wild dog?
- They can put up the heads of corpses in Fort Abandon as a warning to "stay away" – just for fun!
- Find a flamer or heavy machine gun or triple bolt-thrower on one of the parapets?

QUEST ITEMS

- Recover the Fort Abandon sign for Caesar?
- Recover one of the flags at the Fort and put it up to signify ownership?

Add a Safe? It might be cool to place a safe somewhere in Fort Abandon that the players will have difficulty opening the first time, and they'll need to come back with explosives, a good Lockpick skill, or the combination. Inside would be the compass and the Scout guide.

Hopefully, the lure of restocking the Fort with people will cause people to come back to this location. Fort Abandon is one of the many "baby steps" a player would need to make across a map in order to get people to come all the way to Denver to trade.

Note: Also, we could put a collapsed staircase leading down into a basement in one of the rooms in the fort, and the players would either have to get a team of people here to excavate it or blow it open with explosives (though the explosives could set up a chain reaction throughout the Fort).

Almost all skills get some workout in this location (see the Skill checklist below).

Be sure to look at the main template again for additional ideas.

QUESTS

The **Quests** section should be set up so you can cut and paste the damn thing into a PIPBoy quest log. This section is broken into several parts: The *Main Quests* in the area that are designed specifically by a

designer, the *Merchant Quests* which are more generic "go to X with caravan Y and get Z reward," and the *Floating Quests*, which are a series of randomly generated quests for the area.

Note: Make sure to refer to the quest design section in the *F3_Style.doc*.

MAIN QUESTS

While Fort Abandon can be the solution to a number of quests, it doesn't spawn any *except* the ones that the Hanged Man suggests. And since most of these will be fake anyway...

Rescue/Abandon/Kill the Hanged Man [Minor Importance, Small Scope] – Interacting with him in some fashion should provide the player with some experience (the equivalent of "X person joins my party experience points").

Kill Twin Mothers Tribals [X] [Minor Importance, Medium Scope] – The Hanged Man may ask the players to see about killing X number of tribals in exchange for the massacre of X people at the Fort. The number depends on how many bodies the players find in the Fort. (The "X" is listed at the end of the mission header so it hopefully won't affect translation if we need to change it around.)

Deal with Cut-Nose/Recover Cut-Nose's Slaves and Tribute [Minor Importance, Medium Scope if go with Speech route, Minor Importance, Small Scope if Combat option] – If the player can negotiate with Cut-Nose, then Cut-Nose will demand restitution. The player must either get more slaves or give Cut-Nose a variety of trade good equaling the amount he stole for the slaves. Cut-Nose will accept brahmin, if the player offers those. (He won't accept dumb shit like beads – his exposure to Caesar has made him smarter than that.) If the player shows Cut-Nose the Twin Mothers flag (IN check) and explains it, then that MAY settle the matter. Cut-Nose will accept party allies as slaves, and even the Hanged Man, who he hates.

Find the Cache [Minor Importance, Large Scope] – The Hanged Man tells the player where they can find a treasure trove – provided that they find a certain person the Hanged Man is looking for who is reputed to know where it is. (The Hanged Man is lying, although ironically enough, the more the player goes along with this mission, the Hanged Man will discover there really is a treasure out there to be had – maybe it's his psychological salvation or something.)

Save the Hanged Man [Minor Importance, Large Scope] – The players may attempt to "save" the Hanged Man while travelling with him. This is possible, but a long, difficult journey.

Damn the Hanged Man [Minor Importance, Large Scope] – The players may attempt to "damn" the Hanged Man beyond any hope of redemption. That's okay, too! And what a badass he becomes!

[Unassigned] Last Rites [Minor Importance, Small Scope] – If there are corpses at the Fort, the player could bury them for good Karma points.

[Unassigned] Clean out Fort Abandon [Minor Importance, Small Scope] – The player can clean out Fort Abandon of all scavengers, and possibly get an XP reward based on that.

[NCR-Task] Find out what happened to Fort Abandon [Major Importance, Small Scope] – The player may learn that someone betrayed the first fort to the tribals (and it was probably the Hanged Man). The Hanged Man may tell the players some figure with a mask led the war party.

[NCR/Caesar/Handogs Task] [Major Importance, Medium or Major Scope] Someone asks the players to put THEIR flag on Fort Abandon (Caesar, Handogs, NCR)

MERCHANT QUESTS

There are no Merchant Quests unless we assign some as a result of Fort Abandon being rebuild during the game. (Optional)

FLOATING QUESTS

There are no Merchant Quests unless we assign some as a result of Fort Abandon being rebuild during the game. (Optional)

MAIN QUESTS

Main Quests are quests designed specifically by the designer for the area. Information on these quests should include:

- The initiator of the quest.
- The importance and the scope of the quest.

Importance: **Critical** quests are ones that the player has to do to advance the game, **Major** quests are ones that could span an area or two and involve a lot of steps, and **Minor** quests are ones that could be solved on the same map or by walking to an adjacent map, or may involve only one step to solve.

Scope: **Small** (same map), **Medium** (a map or two away), and **Large** (crosses several maps, takes a long time to complete).

- A quick description of the quest.
- A quick breakdown on how all four different types of characters could solve the quest. If the quest can only be completed by one type of character (which is fine), indicate it here.
- Quest flags, if appropriate, and what stage each flag represents.
- Rewards of the quest, including **experience points**, **items gained**, **reputation**, and especially any **quest items** gained.
- The journal entries for bad karma, good karma, normal karma, and dumb characters when appropriate. (I don't know if we're going to have all these categories, but plan for them now.) Not all quests need this much variation, but if you think it would work for the quest, then put them in. Again, these journal entries should be able to cut and pasted from this document into a game text file without a hitch.
- The quest table will be laid out so it can be imported to a QA database so we can quickly set up the standard quest checklist for the game. Here's a sample template (we still need to work with this):

Area	Quest Name	Designer	DStatus	Script	SStatus	Log Stat	Passable	QA 100%
FORT ABANDON								
0602	Hanged Man Joins Party	Avellone	0%	?	No	0%	No	No
06	Clean out Fort Abandon	Avellone	0%	?	No	0%	No	No

06	Bury All Bodies	Avellone	0%	?	No	0%	No	No
06	Find NCR Cache	Avellone	0%	?	No	0%	No	No
0601	Deal with Cut-Nose	Avellone	0%	?	No	0%	No	No
060101	Fix Radio	Avellone	0%	?	No	0%	No	No
0602	Fix Windmill	Avellone	0%	?	No	0%	No	No
0602	Kill Twin Mothers Tribals [X]	Avellone	0%	?	No	0%	No	No
0602	Save the Hanged Man	Avellone	0%	?	No	0%	No	No
0602	Damn the Hanged Man	Avellone	0%	?	No	0%	No	No
0602	Find Hanged Man Cache	Avellone	0%	?	No	0%	No	No

Area: The area of the game and the map in the area where the quest takes place.

Quest Name: The name of the quest.

Designer: The designer responsible for the quest so people know who to contact.

Dstatus: The status of the design.

Script: The programmer in charge of programming the location.

Dscript: The status of the coding for the quest.

LogStat: What's the status of the log for these quests? Do you get the unsolved version, do you get the solved version, and do you get a good/bad karma and a stupid one, if appropriate?

Passable: Is the quest passable in *some* form?

QA 100%: Can the quest be completed in ALL forms?

TASK LIST

- **Optional:** Need to revise the document for potential newcomers to the Fort Abandon area (these NPCs are likely to come from other areas, so hopefully this won't be more work than necessary).
- Get a real artist to overhaul the maps to make them look cooler.
- Need to go back and flesh out the scripting and adventure seed sections when we have more information.

SOUND REQUIREMENTS

MUSIC

Fort Abandon should have a lonely, wasting tune. It's a frontier fort that has been ravaged by tribals then left to die. There's only one man left alive in the entire place - and he's barely alive at that. The rest of the place has surrendered to wild dogs, rats, and other carrion eaters that have come to feed on the remains of the battle.

Optional: We might want to have Hangdogs tribal music playing when they come into the Fort.

Optional: It might be interesting if the theme for Fort Abandon was tied (no pun intended) into either the theme for the Hanged Man or the theme music for the FMV movie of the broken noose in Fort Abandon (if we have the time to do the movie).

NPC Ally Theme Music: The Hanged Man may have his theme music (playing when the players see the swinging figure from the scaffolding – or when they see the cut rope dangling from the scaffolding).

Optional: The Music may change to a more upbeat, frontier-town feel if the town is “saved” later on. This music could be transposed from another fort or caravan village rather than being brand-new music made for the location (just to save on resources).

BASIC SFX

Here are the basic sound effects for the area:

Environmental Sounds: Fort Abandon is a dry, windy desert area with a broken warehouse fort in the middle that has been attacked and burned in the past few days. There’s no people, just the creaking of old doors in the wind – it should feel like an old west ghost town. There may be creaking boards, creaking of support beams along the walls, falling debris, rustling of rats, wind whistling through the gaps in the walls, the rattle of the chain-link fence in the wind.

There should also be the creaking of the rope faintly in Fort Abandon, hinting at the Hanged Man’s body hanging from the top of the radio tower.

Item-Specific Sounds: There may need to be the rattle of the **windmill** turning once the players get close to it, as well as the **crackling and humming** of the radio assembly in the radio shack in the Marshal’s office in the Fort. The radio assembly isn’t “on” when the players visit – only after they fix it does it come to life. There should also be the sound of a **flag flapping in the wind** that can be turned on and off (you can raise or lower the flag at points in the game).

Wildlife Sounds: There may be the sound of a lone dog baying (or wolf), maybe the skittering of rats in the wreckage, but no other sounds of life.

Business Sounds: None. Fort Abandon is, well, abandoned.

Optional: If Fort Abandon is resurrected, it may need new sounds to represent a bustling fort. This will be detailed if we end up laying out the optional sections.

Living Sounds: Any SFX tied to everyday life in the area (tolling of a church bell, sound of a basketball on asphalt, car engine coming to life, chopping of wood).

For every sound effect you want, be sure to include:

Distance: The distance you expect the sound effect to be played at.

Time-Dependent: Is the SFX tied to a time cycle? Does a factory stop crushing metal cans at night? Is a neon sign turned off during the day? If so, audio needs to know.

Any Walla? Is there any walla that needs to be done for the locations? This is much different from sound effects, because a voice actor must be employed to do the lines. See "Walla" SFX, below.

"WALLA" SFX

Walla is a term used to describe any voices you hear in the area. The catcalls of prostitutes, people groaning in pain in a dungeon, ghostly whispers in a haunted house are all examples of this. Walla SFX questions break down into the same categories as basic SFX:

Distance: The distance you expect the walla sound effect to be played at.

Time-Dependent: Is the walla tied to a time cycle? Does a street empty out at night? Do the merchant stalls close up shop and the merchants go home? Does a bar become more lively when twilight falls?

How many people and what's the gender and racial mix? Be sure to include roughly how many people are in the location, their races, and their genders. For example, a rough and tumble bar might have "12 patrons: 5 human male bandits, 3 human female bandits, 2 super mutant males, 1 ghoul female, and a whirring servant robot that occasionally asks if a customer wants drinks.")

What's the mood of the place where the walla is occurring? And how should the voices sound? In the example above, you might describe it as "a rough and tumble bar in a bad section of town where disreputable raiders gather to smoke, drink, and occasionally get into a fight or two; all conversations should either be loud, raucous, drunken stories about successful raids, attacks on caravans, or other crimes, or else be mumbled planned conversations with a group planning their next raid. A few insults may be being thrown around at other patrons or directed toward the robot servant. The area should feel alive and threatening (like a WWF match), but not sinister."

Does the walla sound have any other SFX? In the example above, the servant robot's speech may need to have a slight whirring or clicking sound associated with it as the robot speaks and rolls around the bar.

Does this walla sound need any DIRECT SFX attached to it? If the walla sound effect is "people screaming as they're being whipped," then not only do you need a whip SFX, but you need to make sure that the whip SFX plays before the screaming or at least complements the screaming.

The basic chart for SFX would be as follows:

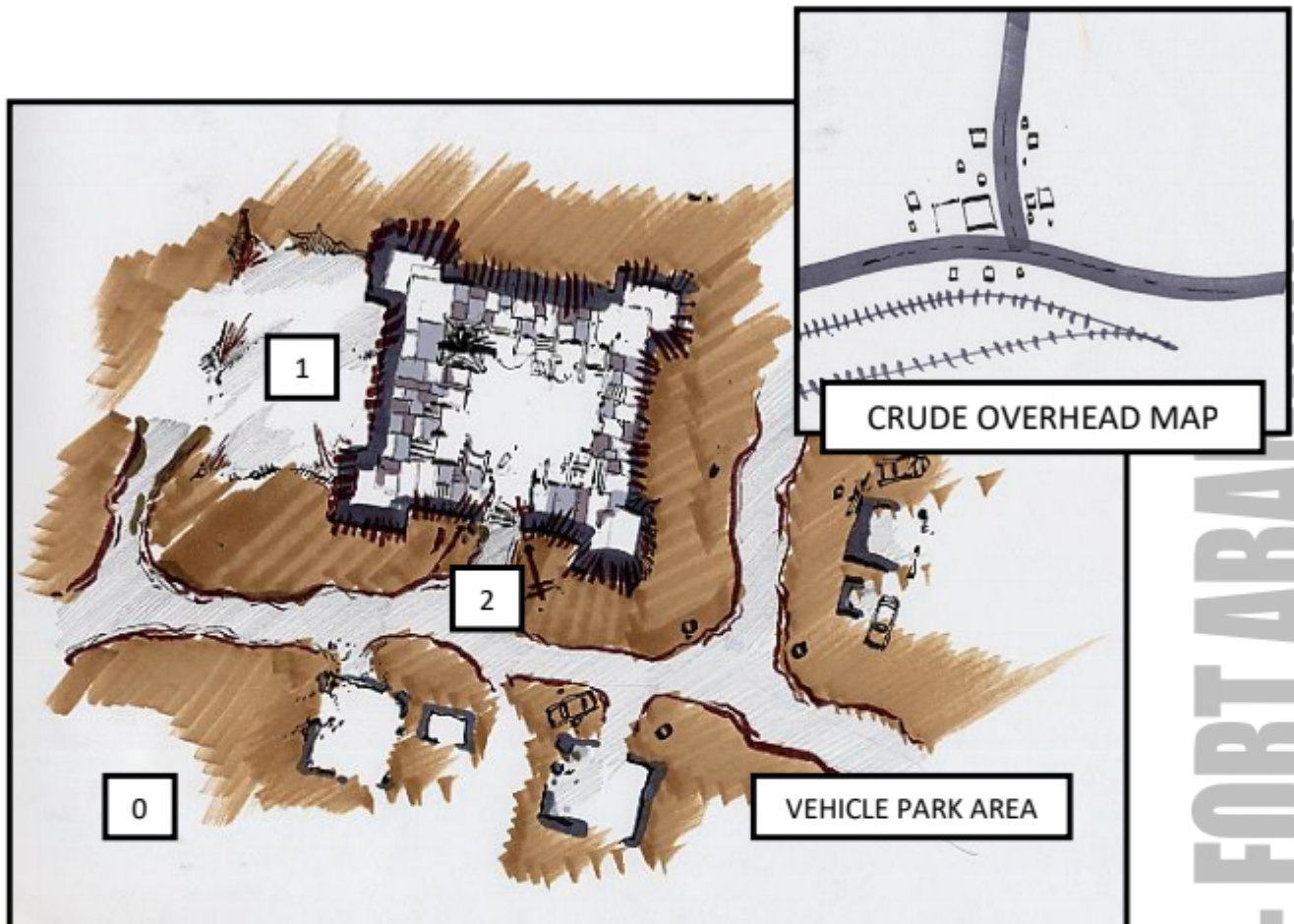
AREA	SOUND REQUIREMENTS
06 – Fort Exterior	MUSIC DESCRIPTION
	Fort Abandon should have a lonely, wasting tune. It's a frontier fort that has been ravaged by tribals then left to die. There's only one man left alive in the entire place - and he's barely alive at that. The rest of the place has surrendered to wild dogs, rats, and other carrion eaters that have come to feed on the remains of the battle.
	BASIC SFX

	Fort Abandon is a dry, windy desert area with a broken warehouse fort in the middle that has been attacked and burned in the past few days. The exterior of the place is a small town with ruined buildings and a heavy layer of sand, dirt, and weeds over everything (think of the mission in <i>Devil's Backbone</i>, if you've ever seen it, except no big unexploded bomb in the middle of the courtyard). There's no people, just the creaking of old doors in the wind – it should feel like an old west ghost town. There may be creaking boards, creaking of support beams along the walls, falling debris, rustling of rats, wind whistling through the gaps in the walls, the rattle of the chain-link fence in the wind. There should also be the creaking of the rope faintly in Fort Abandon, hinting at the Hanged Man's body hanging from the top of the radio tower. WALLA SFX None – Fort Abandon is, well, abandoned.
0601 – Fort Courtyard	MUSIC DESCRIPTION
	Same as above.
	BASIC SFX
	Same effects as above, but since it's now inside the fort-warehouse, some of the sounds may be changed. The ceiling of the warehouse has collapsed, open most of it to the sky. Huge metal crossbeams rise to the ceiling, and the thick concrete floor was long buried beneath 150 years of dirt, sand, and junk. The creaking of wood doors and rustling of rats should sound a lot louder (the rats are scrounging around in the Fort, looking for a meal), the dogs more distant, the creaking of support beams and wind whistling through the gaps in the walls (and overhead) may be sharper and louder. The interior walls of the fort and the interior offices are of heavy concrete and cinderblock, with a series of thick wood, metal sheeting, and thick telephone poles bolted over the exterior. There is a huge radio tower running down one side of the interior of the fort, and wind may be whistling through that from above, since its top sticks out through the top of the ceiling.
	WALLA SFX
060101 – Fort Courtyard Interiors	MUSIC DESCRIPTION
	Same as above.
	BASIC SFX
	These interior rooms were once old offices and storerooms in the warehouse before the war, but when the Post-War occupants moved in, they did their best to make them livable, making barracks, flophouses, and so on. Same effects as above, but it's now in a series of small cinderblock and brick offices filled with debris and wreckage (they were recently pillaged by tribals). Overturned cots, empty trashcans filled with torched junk, and rats scurrying around the corners. The inner rooms should feel abandoned.
	WALLA SFX
060102 – Fort Courtyard Latrine	MUSIC DESCRIPTION
	Same as above.
	BASIC SFX
	This interior room was once the men's and woman's restrooms before the war, but when the Post-War occupants moved in, they turned them into makeshift wells and pumps for drawing water (yum). Same effects as above, but it's now in a small tiled room (cracked in many places, exposing the concrete and cinderblock) and maybe the occasional sound of dripping water.
	WALLA SFX
0602 – Fort Exterior,	MUSIC DESCRIPTION
	As above.

Ramparts	BASIC SFX
	As above, except this is the top of the fort. The wind should be louder here, the rats more distant, the dogs' baying carrying a little farther, and the whole series of "outside" sounds are probably louder. There should be the rattling of the windmill as the players get close to it (a windmill has been placed on top of the radio tower, and it now hangs a story or two above the top of the Fort, twisting in the wind).
	There should also be the flapping of a flag up here, along the flagpole. This sound effect will need to be turned on and off depending on whether the players take the flag down or not.
	There should also be the creaking of the rope faintly in Fort Abandon, hinting at the Hanged Man's body hanging from the top of the radio tower.
	WALLA SFX
	None – Fort Abandon is, well, abandoned.

MAP AND MAP KEY

The following is the **Map** and **Map Key** section for Fort Abandon. Each numbered section is detailed above.



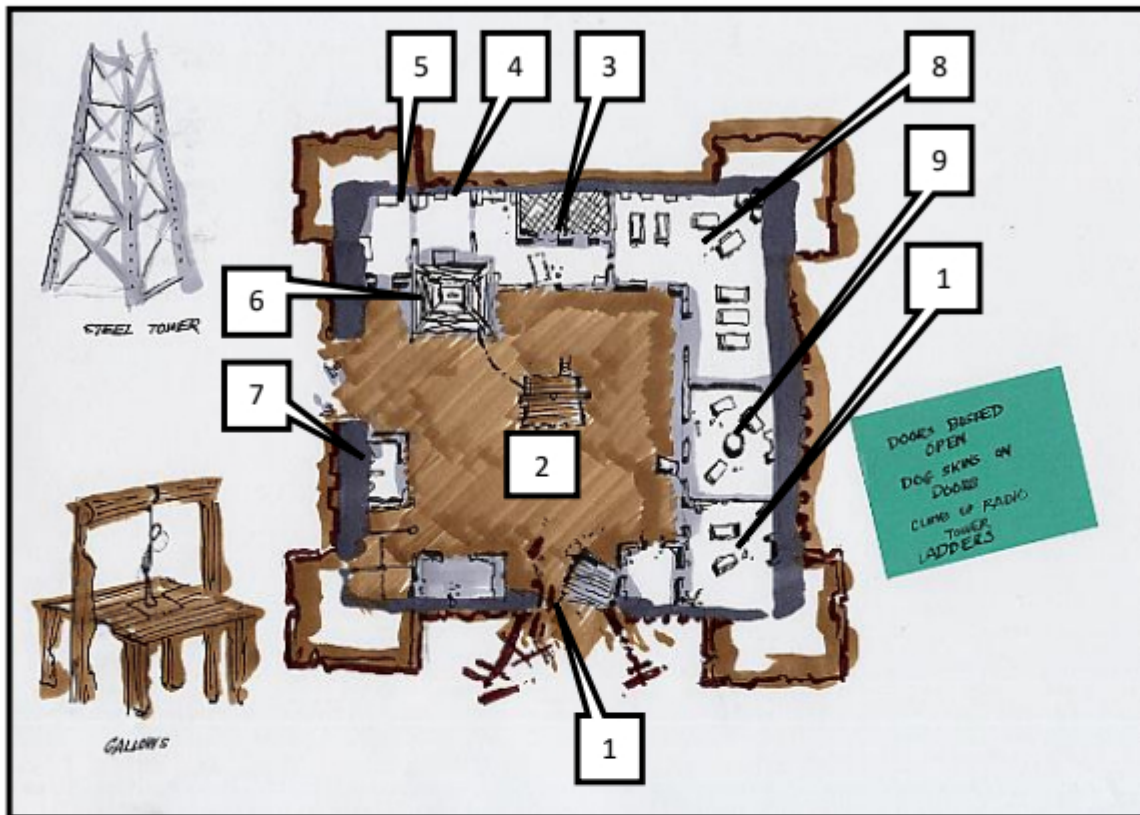
06 - SECRET WEAPONS CACHE - BONUS LOCALE! (LOCATION "ZERO")

0: Bonus Weapons Cache: Presumably, this area would be somewhere on the 06 main map or on a nearby green circle on a larger world map. When the NCR occupied the Fort, they took care to bury a cache of supplies and weapons to keep them out of enemy hands (similar to the weapons that Kevin Costner's character hides in *Dances with Wolves*).

06 – FORT ABANDON EXTERIOR

1: Corral: This fenced-in area was once a dirt and gravel parking lot in the Pre-War days. The rough chain-link fence that once surrounded it survived the war, but it didn't survive the recent attack - sections of it are pulled down, and the old car barricades and barbed wire are cast down. The brahmin that once belonged to the Fort (or the Fort visitors) has been stolen by tribals or driven off. Someone with an Outdoorsman skill might be able to track them down and round them up, if we want to deal with that.

2: Fort Gate: The huge Fort Gate (once a huge garage door for the warehouse that Fort Abandon is built on) lies gaping open like a broken jaw, the door hanging off its supports, torn down and trampled by the stampede of tribals that made their way through here.



0601 – COURTYARD

1: Courtyard/Parade Ground: This wide-open dirt courtyard is covered with wood shavings, sand, dirt, and weeds, all of which are forming a thin layer over the warehouse's old concrete floor. Metal girders and pillars stretch up to the collapsed roof (it has a huge hole in it where the skylights used to be, and the ceiling surrounding the skylights collapsed a few decades after the Great War).

2: Scaffolding for the Hanged Man: Life's bastard is hanging from this scaffolding, waiting for hell to come get him.

060101 - FORT ABANDON COURTYARD INTERIORS

3: Marshal's Office: The old Commander's office.

4: Radio Shack: The old radio shack room.

5: Surgery/Barber: This room used to be a simple office/storeroom in the Pre-War days, then it became an infirmary/bathhouse when NCR claimed the fort, then it was sacked, and it became nothing more than a small bunkroom for various raiders and trappers.

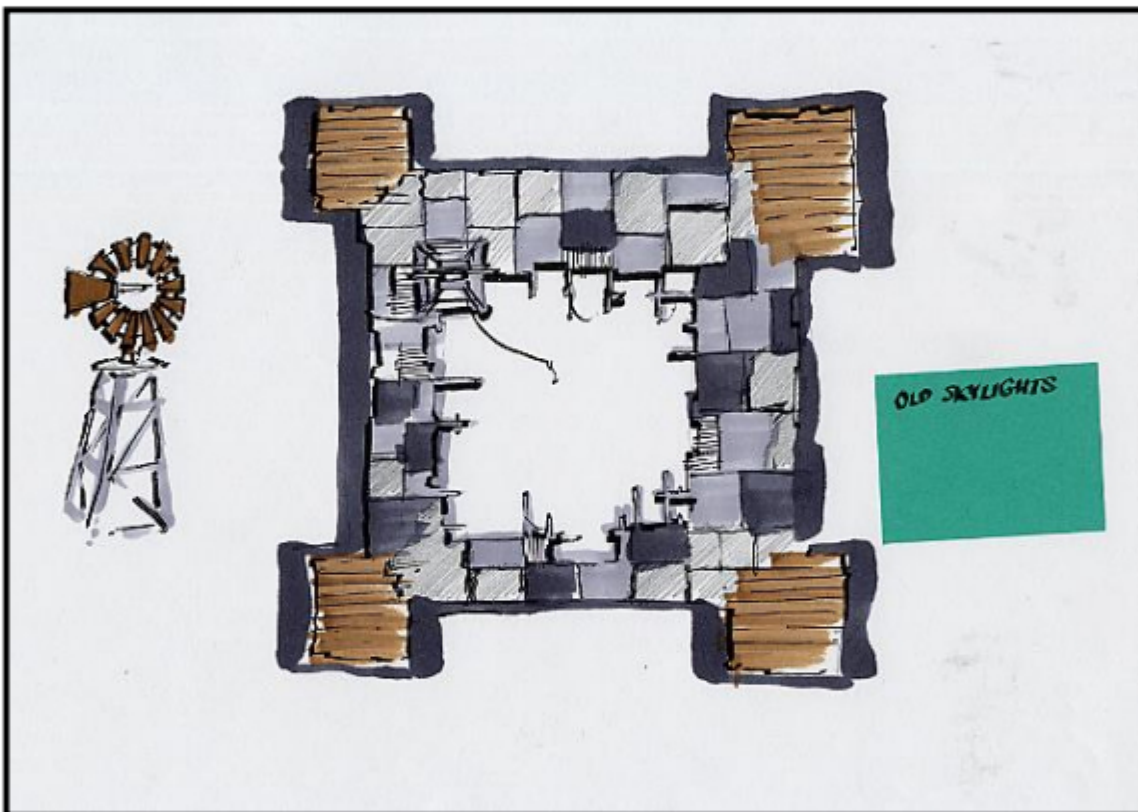
6: Radio Tower/Windmill: This leaning metal radio tower leads three-four stories up, where a windmill has been set up atop it designed to pump water out of the depths of the sewer system beneath the Fort (which has long since been flooded by the nearby river).

7: Latrines: These bathrooms were wells (and latrines) during protracted sieges.

8: Barracks: During the Pre-War years, this was a huge storeroom that was converted to a barracks when NCR moved in.

9: Flophouse: During the NCR days, it was used for caravans and common traders not associated with the NCR military.

10: Old Mess Hall: This is another room similar to #10. During the NCR days, it was used as a makeshift cafeteria and cooking room. In the post-NCR days, it became little more than a crude common room and bunkhouse for extra guests and drifters.



060102 - FORT ABANDON RAMPARTS

This is one large map that's the perimeter of the upper Fort Abandon level. Aside from the top of the windmill in this section (which players may have to climb up to if they want to fix it - or to go rescue Hanged Man if he's hanging up here).

LOCATION CHECKLIST

ATTRIBUTE	CHALLENGE	REWARD
CHARACTER SPECIFIC		
Evil Karma Character	Let Hanged Man die?	It's so, so, so much better if you kill him. And you get negative karma for doing it.
Good Karma Character	Let Hanged Man die?	None, except you get positive karma for saving him, and he won't threaten to come after you and kill you later on.
Stupid Character	Negotiating with the Hangdogs.	Visiting Hangdogs will try to have the character come with them as a slave or go fetch something in a pit and then trap him in there.
Low Reputation Character	Dealing with Hanged Man.	The player may get a bonus in dealing with the Hanged Man, since they're in the same boat.
High Reputation Character	Dealing with Hanged Man.	Penalty in dealing with the Hanged Man, since he's been rescued by the kind of people he betrays on a regular basis.
Ghoul Character	Crawl through sewer? Drink contaminated water?	No damage in going through sewer, can drink water in well without worrying about poison.
Super Mutant Character	Hangdogs' Arrival	Any super mutant the Hangdogs see is going to cause them to stop and consider asking what's going on, since they know that where there's one super mutant, there's bound to be others. It's like an automatic bonus to intimidation for the PC.
Human Character	None.	Nothing special.
Male Character	None.	Nothing special.
Female Character	Female characters may be respected better than male characters, and can pretend they are from Hecate.	Speech and negotiation bonus.

06 - FORT ABANDON

Strength	Move fallen timbers, negotiate with the Hangdogs (who will hesitate to attack a very strong character), climbing the radio tower.	Strength allows you to move some of the timbers to make a barricade or move a timber off a fallen opponent so you can loot the corpse. Or remove the lid off the weapon cache to get the stuff inside. Strength may also be checked in dialogue with the Hangdogs when they come to the fort to see what happened to their shipment of slaves. They may demand that the PCs bring them more slaves to compensate for those they lost. Or maybe one of their kin was killed at the fort and now they're all pissed off about it. Strength could also be checked for any player that wants to climb up the radio tower and fix the connections up there. Strength could also be checked for players who want to "push" the radio tower back to where it was. Or fix the gate.
Perception	Hangdogs arrival, detect the secret weapons cache, tell well is poisoned.	Spot Hangdogs coming early? Maybe hear them coming? Can also tell the well is poisoned, perhaps, by smell or by traces of manure or rat carcasses around the well.
Endurance	Maybe holding breath in sewers or in the well?	Possible small reward item.
Charisma	Used in conversation with Hangdogs and the Hanged Man. Also would need Charisma to convince people to come back to the Fort in the first place.	Peaceful resolution to possible hostilities, bring more traders and craftsmen to the Fort.
Intelligence	Used in conversation with Hangdogs and the Hanged Man. Also, someone with high IN can learn the tribal dialects faster. You can also convince them that the Twin Mothers attacked the Fort, by thinking to show them the flag hanging on the flag pole (or in their possession).	Find out more information about where they're from and what they're doing here.

Agility	Climb the radio tower or down into the sewers (or climb ropes).	Needed to climb up to fix the radio tower.
Luck	Possibly find the secret weapons cache in the area or the cellar in the basement of the warehouse. Also, the number of Hangdogs and scavengers may be based on the PC's LK - the luckier the PC is, the less numbers of scavengers he'll encounter. The worse his LK, the more he'll encounter.	Extra weapons and ammunition, as well as more/less enemies.
COMBAT BOY		
Big Guns	Typical combat. It would be nice if someone with big guns could get one of the old mortars or bolt throwers working.	Typical combat.
Bows	Typical combat, plus some ammo here for anyone who can scavenge the extra arrows. One of the Hangdogs should have some cool bow/archery weapons.	Being able to fight most of the Hangdogs at range is a good thing, since they're tougher at close range.
Energy Weapons/Rifles	One of the Hangdogs has a Pipe Rifle and a Hunting Rifle that a player can snag, or at least get some extra ammo.	Typical combat.
Melee	One of the Hangdogs should have a cool melee weapon the players haven't encountered before.	Typical combat.
Small Guns	Typical combat.	Typical combat.
Throwing	Typical combat.	A good grenade should take a lot of these guys out.
Unarmed	One of the Hangdogs should have a set of Spiked Knuckles.	Typical combat.
CHARISMA BOY		
Barter	Realize that Fort Abandon is perfectly situated for trade, and re-establish Fort Abandon as a trading center.	New stores, more barter influence, can open up trade to Denver, Boulder, and Circle Junction. Furthermore, a character with a high enough Barter skill can OWN Fort Abandon and claim it for his own, giving it the name "Fort [Prisoner]"
Speech	The player can negotiate with the Hangdogs when they come back to the Fort, and resolve it peacefully.	Resolve the situation without firing a shot and saving some ammo.
SCIENCE BOY		
Computer Programming	Nothing.	Sorry, no computers at Fort Abandon.

Medical	Heal the Hanged Man or find out what killed each of the dead soldiers and tribals. Doctor is also useful for fighting off the Hangdogs poison and tranquilizer darts.	Experience points and more knowledge as well as more Karma points.
Electronics	Electrify Fence? Fix Radio Tower?	Would be kind of cool if you could electrify the fence and electrocute attackers. Also, characters with sufficient Electronics and Mechanics could fix the radio tower here and contact Denver/Boulder or other Forts in the region.
Mechanics	Fix the windmill well?	Experience points and fresh drinking water. Another bonus for people coming back to this location.
Science	The well has been poisoned by the Twin Mothers, so a Scientist may need to (test) and purify the water from the well in order to make it drinkable. It can also help analyze the poison that the Hangdogs are carrying, and possibly synthesize more or create an antidote for it.	Discover well poisoning before anyone else – but, unlike Outdoorsman, will be able to fix it.
STEALTH BOY		
Lockpick	Locked jail cells with refugees and burned people inside. There may also be a safe in the warehouse they can "pick."	Can get to corpses inside jail cells and loot them. Plus, snag whatever is inside the safe.
Sneak	Sneak away from Hangdog attackers.	Another one of dealing with a potentially hostile confrontation. Also, might be kind of cool to "eavesdrop" on either Hanged Man talking to himself or talking to the Hangdogs.
Steal	Steal from Hangdog attackers.	Rip off the tribals before they know what's going on, or if you settle the situation peacefully, you can still steal all their shit afterwards and make out like a bandit.
Traps	Disarming traps left by defenders and looters, and re-setting those traps when the Hangdogs attack again. Also, Traps could be used to clear open a front gate or blow open a safe.	Get some dynamite and bombs from left-over traps, and use traps against attacking Hangdogs to kill them.
GENERIC SKILLS		

Outdoorsman	Find tracks of brahmin driven away AND possibly find the secret weapons cache in the area. Identify flag hanging in Fort. Make a new flag. Also, might be able to track or follow the Hangdogs' trail back to their original camp.	More items, bonus supplies. More information, gather brahmin, and have the ability to affect the map slightly by putting up your own flag. Get a new green circle if they find the Hangdogs camp?
Gambling	Gambling House Set-Up	If the player can attract people back to Fort Abandon, then he could set up a gambling house here. Plus, a character with Gambling skill can tell which room was the "gaming room."
Easter Egg, Easy 1		
Easter Egg, Easy 2		
Easter Egg, Easy 3		
Easter Egg, Medium 1		
Easter Egg, Medium 2		
Easter Egg, Hard 1		
PERKS + TRAITS		
Perks	Flexible	Can use this to slip between the bars of the cells.
	Intuition + Detect Lie	These are great to determine who is lying to who.
	Mysterious Directive 2702	The Hanged Man has a number, too. (5712?)
	Scavenger	You can scavenge 2-12 normal arrows, 1-6 sharpened arrows, and two tribal knives crossed on the ground. You can also find a day's worth of hard tack or rations, plus you can sniff out the weapons cache.
Traits	NCR Background	Can get some history on the Fort, as well as bonuses to detect the cache of weapons.
	Slaver Background	Can get some history on the Fort, as well as bonuses to figure out what was going on + Hangdogs as slavers.
	Small Frame	Can use this to slip between the bars of the cells.
	Tribal Background	Bonuses to figure out what was going on + Hangdogs as slavers.
ENVIRONMENT		

Economics	Fort Abandon survived on trade, both before and after NCR was there. Trappers brought food, liquor, fish, game, and slaves to the Fort, and the Fort took a percentage from each to oversee the transaction.	
Power/Infrastructure	During the NCR days, the fort had a portable generator, a working windmill, and a pump system for water from the surrounding stream/river. After this, the next generation of occupants pretty much let the electrical supply go to shit, and just relied on fires, brahmin blankets and a good supply of firewood and scavenged trash to keep warm, and used buckets to fish water out of the toilets.	
Food	The inhabitants of the fort used brahmn for food, and they would occasionally fish and trap the surrounding wildlife, catching wild brahmin, dogs, rats, and so on. It is possible they had wild crops growing outside the Fort from the NCR occupation days, and they could also have gotten food from traders and trappers coming to the region for trade.	
Tie to Another Area 1	Denver	If you want to establish a successful trade route to and from Denver, you need to get Fort Abandon up and running again.
Tie to Another Area 2	Boulder	Same thing as above.
Tie to Another Area 3	Hangdogs Camp	Whether or not the players take the Hanged Man with them or not, or how they deal with the Hangdog soldiers at Fort Abandon will affect how they are treated at the camp.
Tie to Another Area 4	Caesar	Caesar may want the sign for Fort Abandon as proof that the Fort is destroyed – and that he can take it as his own. Or he may want the player to wipe it off the face of the Earth.
MULTIPLAYER GAMING		
Multiplayer Elements?	Might want to have X times the number of tribals show up depending on how many player characters are at the Fort, and they have to fall back and defend it.	

POST-GAME ADVENTURING		
Ending 1	The player never entered Fort Abandon.	Nothing.
Ending 2	The player had the satellite fire on Fort Abandon.	Nothing left but a smoldering trench!
Ending 3	The player nuked Fort Abandon	Nothing left but a crackling crater in the Earth!
Ending 4	The player demolished Fort Abandon with explosives.	
Ending 5	The player reclaimed Fort Abandon for one of the caravans.	The Fort becomes happy and prosperous.
Ending 6	The player reclaimed Fort Abandon, either in general, or for NCR.	The Fort becomes happy and prosperous.
Ending 7	The player OWNS Fort Abandon.	The Fort becomes happy and prosperous with the player's name stamped on it.
Possible Other Endings	Player gives Hanged Man the Fort.	
	Player gives slavers the Fort.	
	Player takes Fort for Caesar.	

I'd like these categories to be balanced out among random encounters as well, when possible (obviously, not all categories will apply).

Post-Game Adventuring: The Fallout game will continue after you "finish" the game, and the player can keep adventuring if he wants. I want the locations to react to the player having won the game, either with small scraps of dialogue, minor art changes (banners hanging from windows congratulating the "hero"), and so on – anything to give the player a pat on the back.

Ending: A brief, one-sentence explanation of the possible endings for this location. These are described in more detail in *End Movies*, below.

Economics: This is just an entry to make sure that you have given some information in the location that gives clues on how it manages to stay afloat financially in the wasteland; you don't have to beat the player over the head with it, but just make sure it's communicated in some fashion in the location.

Tie to Another Area 1: I'd like to see the areas tied together more – either with inter-dependent quests, or family members spread out across locations, or something that gives the player the feeling that each location in the game is not an isolated location all into itself.

Anyway, that's the bare bones checklist, and it's subject to revisions. Here's an example of how the list could be filled out:

FORT ABANDON END MOVIES

Note that flags are still being set up for the movies below, so they are not included in the doc.

WHERE TO GO CONDITIONS

The player never entered Fort Abandon.	Skip Cinematic
The player had the satellite fire on Fort Abandon.	Goto X
The player nuked Fort Abandon	Goto X
The player demolished Fort Abandon with explosives.	Goto X

The player reclaimed Fort Abandon for one of the caravans.	Goto X
The player reclaimed Fort Abandon, either in general, or for NCR.	Goto X
The player OWNS Fort Abandon.	Goto X

1. EVERYONE DEAD! (WTG)

Eventually, the name of Fort Abandon was all that was left of the wrecked fortification, and in the years to come, it abandoned its owner. The fort is now nothing more than a old building on a frontier filled with old buildings.

Show the Fort, collapsed, just a pile of wreckage, or else a brahmin or rat skull.

OR

Eventually, even its name abandoned Fort Abandon, and all that remained of the once-mighty fortification was wrecked timbers and girders, home now only to wild dogs and vermin.

2. SATELLITE DESTROYS FORT ABANDON! (WTG)

A handful of tribals were the only ones who witnessed the day the angry spirits of the skies cast lightning down upon the cursed remains of Fort Abandon. All that was left of the fort was a scarred trench in the Earth, a wound that has yet to heal.

Show a smoldering crater.

3. NUKE DESTROYS FORT ABANDON! (WTG)

A handful of tribals were the only ones who witnessed the day the angry spirits of brick and smoke vomited Fort Abandon into the skies, spitting it out like a bad meal that would not rest easy in the stomach. It was whispered that the spirits beneath the Earth could not bear it sitting on their shoulders and shrugged it off like a bad child. Tribal children still play in the crackling crater, losing their hair and dying of a wide variety of cancers.

Show a smoldering crater.

4. FORT ABANDON RECLAIMED (WTG)

The once-infamous Fort Abandon grew as a trade center for the East, trappers and caravans coming from miles to barter within its walls. Within years, it took back its original name, Fort Aradesh (or Fort Salvation/Redemption) and began to attract homesteaders from the West, who came in search of a new home on the frontier. The hangman's square in the center of the Fort saw little use, and it was eventually left as a historical landmark of the days when lawlessness and depravity roamed the frontier.

Show the outside of Fort Abandon, the sign replaced with "Fort Salvation/Aradesh," and various traders and businesspeople moving through it. Show the NCR flag.

5. PLAYER OWNS FORT ABANDON (WTG)

The once-infamous Fort Abandon grew as a trade center for the East, trappers and caravans coming from miles to barter within its walls. Within years, it took on the name of the Prisoner that helped reclaim it and became a new Hub linking East and West. As per a law enacted by its founder, the prison cells within the Fort were destroyed, and anyone committing a crime within its wall not only deserved a second chance, but a fair trial and hearing. Despite this, the hangman's square in the center of the Fort saw much use, and it was eventually left as a historical landmark of the days when lawlessness and depravity roamed the frontier.

Show the outside of Fort Abandon, the sign replaced with "Fort Salvation/Aradesh," and various traders and businesspeople moving through it. Show the Prisoner's flag.

RANDOM NOTES

This section at the end is for random notes for the location.

The intention of the tribal attackers was to burn down Fort Abandon and leave nothing left for them to build on, but the warehouse was too tough.

Abandon/Nursery: Maybe the Nursery ecology has spread to Fort Abandon?

Abandon: Old burnt crop fields outside of Fort Abandon, maybe bitterroot beds, or mushroom fields?

Possible Corral - Brahmin Quarters, Brahmin Tanners, Storehouse/Grainhouse, It is possible that the brahmin were stolen from tribes.

Note that the players may see that there used to be huge spears embedded in the ground and an overturned car in front of the gate so that it could help prevent a brahmin charge?

Note: There may be a quest where you could retrieve the brahmin, considering they're probably marked.

Note: Maybe it was the Ghost People attacked Fort Abandon?

[Already Transcribed to Hanged Man doc] **Hanged Man:** He can speak tribal, but he'll lie about what they say. ("The one on the left is going to kill you. They're debating about whether or not to make you a slave.")

The Hanged Man insults the Hangdogs - "I told him his slaves wouldn't own him/would own him." These are fighting words.

"Anyone who kills me will be forced to become me, and they believed it, so they left me here to hang myself."

Instead of a bandage, he has a brahmin sack over his face, but his face has scabbed over it.

Additional: Need a post office/runner link to Fort Abandon.

Maybe there's a survivalist camp in the hills? Or an old ski lodge? Or a Fallout shelter?

Hangdogs: The Hangdogs didn't actually lay waste to the Fort, they were trading with some of the slavers there to help meet their quota, and it was the Twin Mothers that stormed the place and killed everyone inside for dealing with the Hangdogs?

<http://www.topogs.org/Kearny.htm>

HISTORY

Fort William was visited by Lt. Charles Fremont (1843-44 expedition) and [Lt. William B. Franklin](#) (Kearny's 1845 expedition), both Topographical Engineers, before the trade fort was bought by the government in 1849 and Fort Laramie was built. Although the reasons for Fremont's expedition were fairly scientific in nature, Kearny's expedition in 1845 was envisioned as a military exercise in the projection of force. William Goetzmann has described the 1845 expedition in *Army Exploration in the American West, 1803-1863*:

[Colonel Stephen Watts Kearny's](#) expedition to the Rocky Mountains was composed of five companies of the First Dragoons, one of two cavalry regiments in the United States Army. Other elements of the First Dragoons were scattered along the frontier from the Indian country along the Arkansas and Washita rivers to the Red River of the North, making it difficult to mobilize more than half of the regiment. Five companies, however, were enough to make the demonstration of force required to deter the Indians from any outbursts in the event of war with England or Mexico.

Specifically, Kearny's command was to gather information on the plains country, protect the emigrants on the Oregon Trail as far as the South Pass, and then swing southward to Bent's Fort so as to convoy the traders' caravans moving from Santa Fe to Saint Louis. He was also ordered to persuade the Indians to refrain from attacking the emigrant trains, by words if possible, and by convincing demonstrations of military prowess if necessary. In this sense the dragoon reconnaissance was an experiment to test the value of occasional cavalry forays as a means of keeping peace among the Indians as well as an attempt to find an alternative to the chain of forts recommended by Fremont as nuclei for settlement and stepping stones for continental expansion. A patrol in force representing strictly military considerations was the policy advocated by a number of professional soldiers, including Kearny himself. It followed the example of the French Army in Algeria, which was concentrated in the large population centers, leaving the hills and desert to the native tribes, except when caravans passed through. The contrast between the points of view of Kearny and Fremont was representative not only of the different objectives of military and civilian occupation but also of the fundamental difference between Fremont's optimistic view of the West as a garden inviting settlement and Kearny's pessimistic view of it as an uninhabitable desert.

Lieutenant William B. Franklin, the Topographical Engineer attached to the party, was fresh from West Point, where he had been first in the class of 1843. He joined Kearny's command ten days out of Fort Leavenworth with the necessary instruments to make his scientific reconnaissance.

The course followed by the soldiers was clearly marked by the wagon ruts of the emigrants bound for Oregon. They crossed the Little Blue, followed the Platte to Fort Laramie (sic), and continued on through Indian country to the South Pass, where they turned back. At Fort Laramie (sic) on a cold, drizzling morning, with the rain turning to sleet, Kearny held a grand parley with the Brule' and Oglalla bands of the Sioux. Despite the inclement weather, it was a successful pageant with colorful costumes, flags flying, and much loud firing of ceremonial cannons. After an impressive speech by Kearny, the Indians agreed to refrain from attacks on emigrant trains.

The dragoon column swung southward along the Chugwater branch of the Laramie Fork on the eastern side of the mountain ranges. Another Indian council was held with the Cheyenne and Arapaho, and afterward the march continued via Cherry Creek and the Arkansas River to Bent's Fort, which was reached on July 20. Kearny wasted no time there, however, and left the next day on a rapid march for the regimental headquarters at Fort Leavenworth.

Lieutenant Franklin, as Topographical Engineer to the expedition, contributed a carefully drawn map of the country traversed. In part it duplicated the work of Fremont in 1843-44, and Franklin acknowledged the Fremont map as his source for the area between the Platte River and the South Pass. Franklin's map added new data, however, on the country between the Platte and the Arkansas. Also on his map was the suggestion that the Grand River flowed westward from the vicinity of Long's Peak into the Green River.

LIVING HISTORY

Fort Laramie National Historic Site reenacted the Kearny Expedition of 1845 in the Spring of 1997 with the help of the U. S. Corps of Topographical Engineers and Dragoon units of the Army of the West. The weather was much the same as the original event, with the exception that the sleet made its appearance as hail and missed the event by five miles. The following are photographs taken during the event.

APPENDIX

12-22-02 – Created document.

06 - FORT ABANDON

